

ABSTRACT OF THE DISCLOSURE

A graphics processor includes a shading processing section which subjects pixel data to a shading process, a first path which permits map data and texture data output from a video memory to be input to the shading processing section, a second path which permits pixel data output from the shading processing section to be output to the video memory, and a third path which permits pixel data output from a pixel expanding section to be input to the shading processing section. Further, the third path permits pixel data output from the video memory to be input to the shading processing section instead of the pixel data output from the pixel expanding section.